

ALICIA NICHOLAS

2D & 3D ARTIST

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SKILLS

HARD SURFACE MODELING
ORGANIC SURFACE MODELING
LOW & HIGH-POLY MODELING
UV & TEXTURE MAPPING
TEAM PLAYER

ILLUSTRATION
DESIGN
CHARACTERS, PROPS &
ENVIRONMENTS
STRONG COMMUNICATOR

MASTERED SOFTWARE (PC/MAC)

OFFICE
WORD
EXCEL
POWERPOINT
GOOGLE DOCS

ADOBE
PHOTOSHOP
PREMIERE PRO
AFTER EFFECTS
BRIDGE

AUTODESK
MAYA
MUDBOX

FAMILIARITY WITH
PIXOLOGIC ZBRUSH
ADOBE ILLUSTRATOR

PROFESSIONAL EXPERIENCE

CTN STUDIO – BURBANK, CA

DIRECTOR OF PRODUCTION / 3D MODELER | 2018 – PRESENT

Single-handedly managed the *Raise the Bar Recruiting* event. Created the online event interface and activated recruiter profiles for *DreamWorks Career Camp* at CTNX 2019. Excels both autonomously and on a team. Flexible nature with the ability to anticipate needs, problem solve, and prioritize multiple tasks in a dynamic, deadline-driven work environment. Brainstorms, plans, and executes workflow improvements. Proactively manages calendars with alertness to topics, deadlines, conflicts, and attendees. Meets productivity goals, under deadline. Provides guidance, instruction, and mentorship to Production Assistants and Interns - assigning, delegating, and overseeing projects and tasks. Communicates well with others at all levels. Thorough understanding of the CG animation pipeline. Currently working on a large 3D modeling project, under Non-Disclosure Agreement.

AQUAMEN ENTERTAINMENT – HOLLYWOOD, CA

VIS DEV PRODUCTION ASSISTANT / 3D MODELER | 2017 – 2018

Provided superb production support to the Visual Development department for this unannounced 3D animated feature film. Collaborated well with freelance/in-house artists to ensure assignments were clear and delivered on-time. Maintained scheduling, and resolved goal conflicts. Prepared assets for review in board or playlist format. Recorded notes with great attention to accuracy in daily 'Vis Dev' reviews, and distributed notes in a timely manner. Managed assets daily within studio database, maintaining proper hierarchy and naming nomenclature. Ensured proper preparation for meetings/reviews - checked attendees, set up the room (supplies, tech checks), and created meeting agendas. Created a studio wide template for artists, with the tracking properties and logo for all assets. Completed a large 3D environment based on a concept design from an in-house artist, for look development purposes. (Under NDA.)

VINTAGE CAMERA SERIES - ANAHEIM, CA

FREELANCE 3D MODELER | 2018

Focused on hard surface modeling through these vintage camera props, while keeping the polygon count low. I produced an accurate translation of the design reference with each, and chose a cohesive color palette that worked both individually and within the set.

FORQUER CONSTRUCTION CORPORATION - ANAHEIM HILLS, CA

FREELANCE DESIGNER | 2016

Designed a handsome website around functionality and company goals. Developed all content and graphics from scratch that accurately portrayed Forquer Construction's excellent community reputation. Established a thorough and realistic timeline for the project team. Able to be flexible, improvising smart solutions to unexpected challenges. Delivered website promptly and on budget.

R² MEDIA, INCORPORATED – TUSTIN, CA

WEB DESIGNER | 2014 – 2015

Created the bold look, clean layout, and engaging features for this advertising agency's website. Built and maintained a charming front-end style guide, coordinating with R² Media's copywriter and graphic artist. Scheduled meetings that fostered a healthy, open conversation between the client and team. Eye-catching icons popped, while my animation guided the eye through the content well.

NICKELODEON ANIMATION STUDIOS – BURBANK, CA

PRODUCTION INTERN FOR SPONGEBOB SQUAREPANTS | 2009 – 2010

Provided excellent production support to the *SpongeBob SquarePants* show. Organized storyboard breakdowns, by scouring the design database for new character, prop, and background references. Prepared storyboards for new episodes from concept to shipment by scanning, copying, numbering, and stamping each. Archived original SpongeBob background paintings for preservation, maintaining organizational accuracy. Enjoyed every second as I successfully completed this internship.

EDUCATION**BACHELOR OF FINE ARTS, ANIMATION**

CALIFORNIA STATE UNIVERSITY, FULLERTON | 2014

ASSOCIATE IN ARTS DEGREE, ART

FULLERTON COLLEGE | 2013

GROUPS**WOMEN IN ANIMATION**

SEPTEMBER 2016 – PRESENT

CTN ANIMATION EXPO

NOVEMBER 2016 – PRESENT

THE OATLEY ACADEMY

JANUARY 2015 – PRESENT

NASH DUNNIGAN MENTORSHIP

DECEMBER 2019 – PRESENT